

User-Centered Design of Spacecraft Ground Data Systems at NASA's Goddard Space Flight Center

Jeffrey Fox

Pacific Northwest National Laboratory

Adriane Donkers

User Works, Inc.

Julie Breed

Karen Moe

Robin Pfister

Walter Truszkowski

Dana L. Uehling

NASA/Goddard Space Flight Center

Elizabeth Murphy

Bureau of the Census

PNNL

Reason for Paper

- Little presence at space conferences
- Chance get together
- Share knowledge and lessons learned

Agenda

- Background on UCD
- Techniques used at NASA/GSFC

User-Centered Design

- **What is It?**

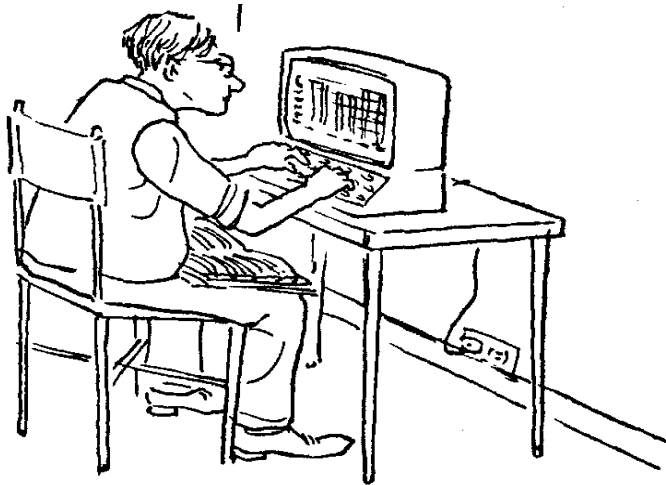
- Interdisciplinary technical field concerned with the capabilities and limitations of humans in the design and use of tools, equipment, systems, and environments.

- **Objective:**

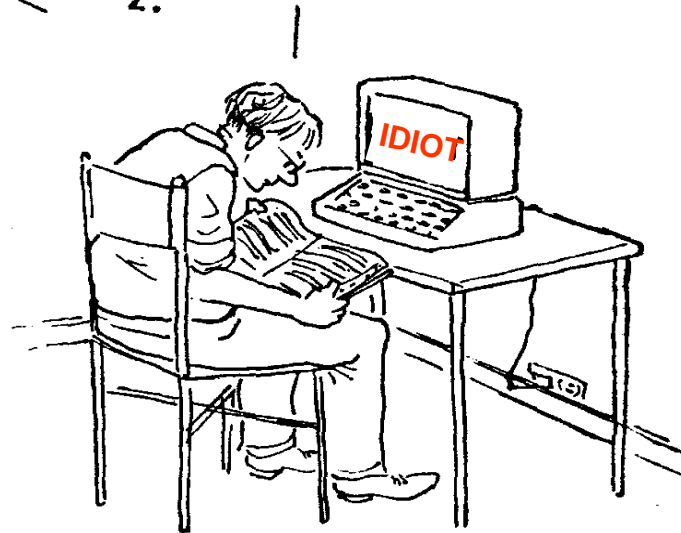
- Optimize overall system performance by taking into account the people who are going to use, operate, and maintain it.

....Designing systems as if people mattered

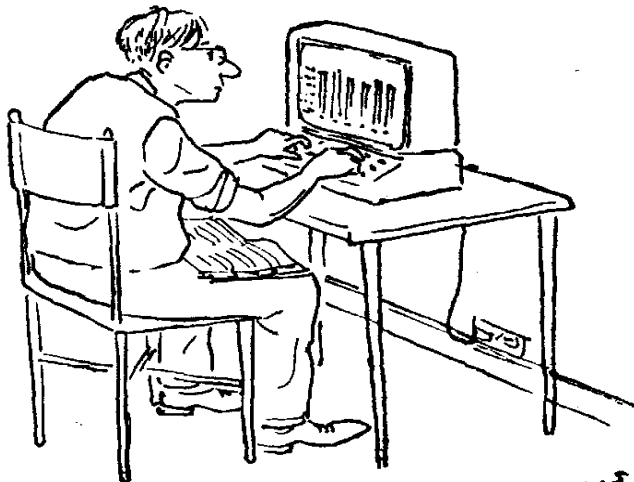
PNNL



2.



3.

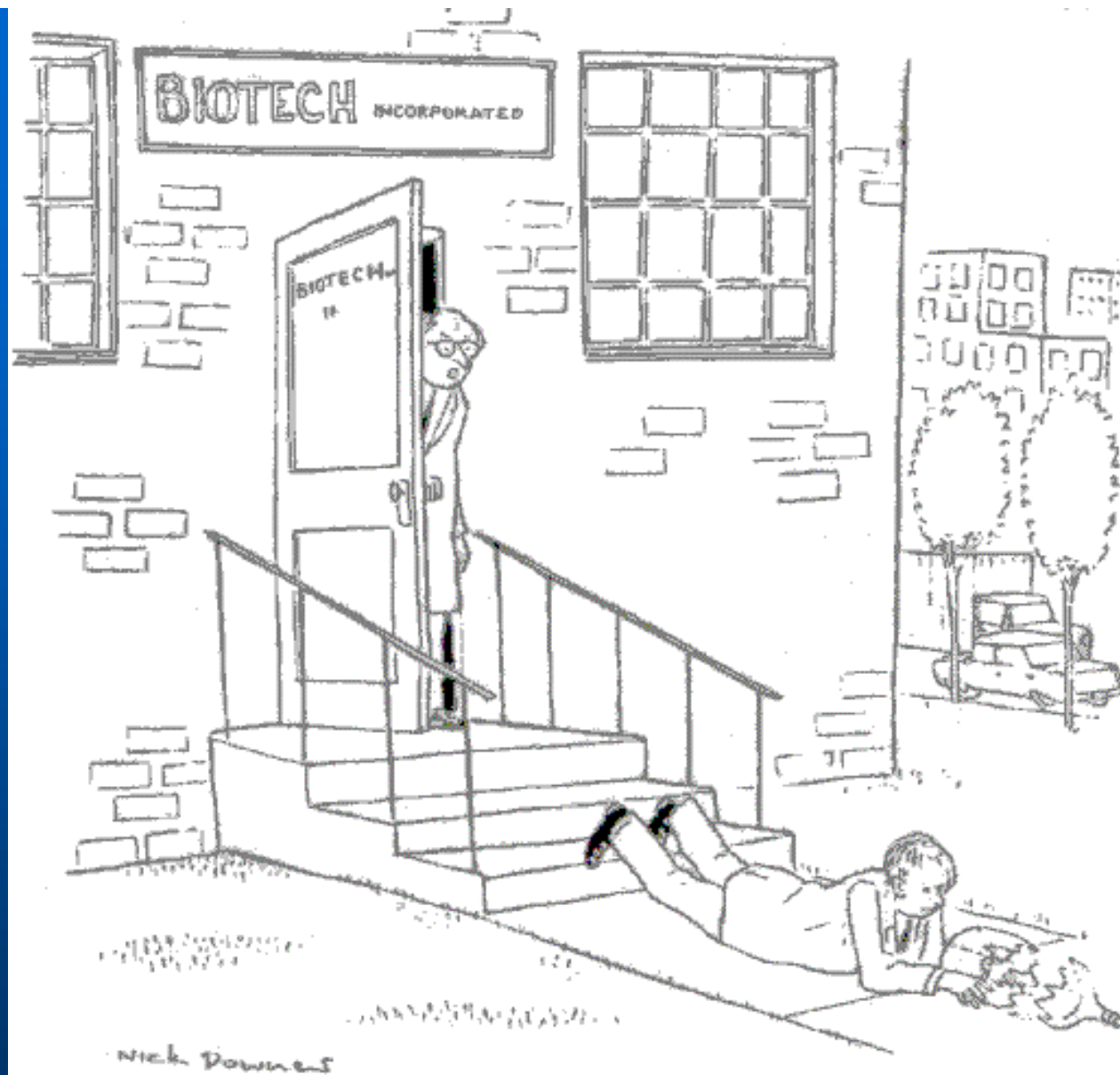


“Usability” of a System

- Time to learn
- Speed of performance
- Rate of errors by users
- Retention over time
- Subjective satisfaction

“Human Error”

- Really hiding...
 - Inadequate training
 - False appearance or lack of indication that something is wrong
 - Design defect not allowing for operator's limitations
 - Non-fault-tolerant system design (small human error spirals out of control)



"Dam it, Hawkins, when handling genetically engineered microbes, that's just the sort of thing one tries to avoid!"

©Nick Downes, 1992

Attributes of System Acceptability



Tasks & Environments

- job demands
- info. requirements
- workspace layout
- illumination
- social & organizational factors



Factors Affecting UCD

Users

- skills
- training
- motivation
- physical & cognitive capabilities

Implementation (Hardware & Software)

- input devices
- display characteristics
- operating system
- performance
- budget constraints

UCD -- Product & Process

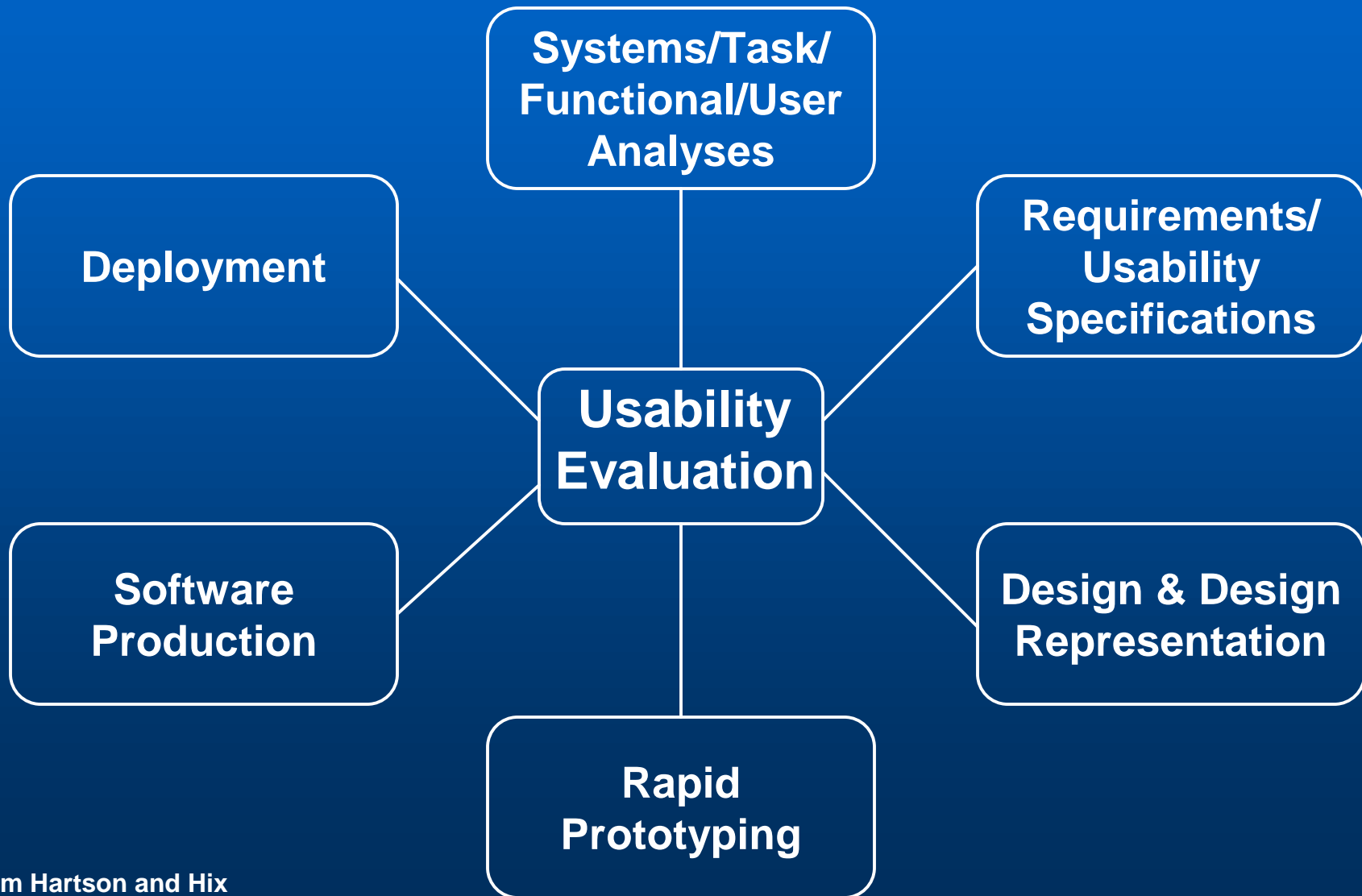
- **Product**

- Content
- Style
- Directly affects usability

- **Process**

- Environment in which interfaces are built
- Techniques and tools
- Affects ability to provide usability

Support Throughout Full Life Cycle



*From Hartson and Hix

Techniques at NASA-GSFC

- User design working (focus) groups
- Cognitive modeling
- Education of software designers
- Expert evaluations
- Human - software agent interaction
- Rapid software prototyping
- Scenario-based design
- Task analysis
- Usability testing
- User interface guidelines, style guides and standards
- Workstation and control room design

Paper

- **Techniques for software design**
 - Cognitive & mental models
 - Rapid prototyping
 - Usability testing
- **References**

Presentation

- **Techniques**
 - Scenario-based design
 - Rapid prototyping
- **Projects**
 - VMOC/SERS
 - EOSDIS

VMOC

Virtual Mission Operations Center

- **Goal:** To work with mission operations staff to develop the future technology and workgroup computing concepts that will be needed to meet the new ground rules for mission operations.
- **Objectives:** Demonstrate, evaluate, and integrate advanced technologies which
 - Increase operator efficiency
 - Minimize use of dedicated resources

New Ops Concepts

- **“Traditional” operations**
 - 7 x 24 support
 - Unique and dedicated resources
- **“Lights-Out” environment**
 - No team member or just 1, 5x8
 - On-call SCT
 - Multi-mission support

Design Philosophy

- Technology exploration via prototyping and user-centered design



Use a 'design-build-test-revise' process

UCD at Stages of Life Cycle

- **Concept Definition**
 - Task analyses
 - Steering Committee
 - Composition graphing
 - **Scenario-based design**
 - **Conceptual prototyping**
- **Proof-of-Concept**
 - **Scenario-based design**
 - **Cooperative prototyping**
- **Development**
 - Cooperative prototyping
 - Usability testing
- **Operations**
 - Usability testing

Scenarios

- A narrative description of what people do and experience as they try to make use of computer systems and applications
- Elements
 - Identifies the person as having certain motivations
 - describes actions taken and reasons
 - characterizes results

Scenario-Based Design

- Goals

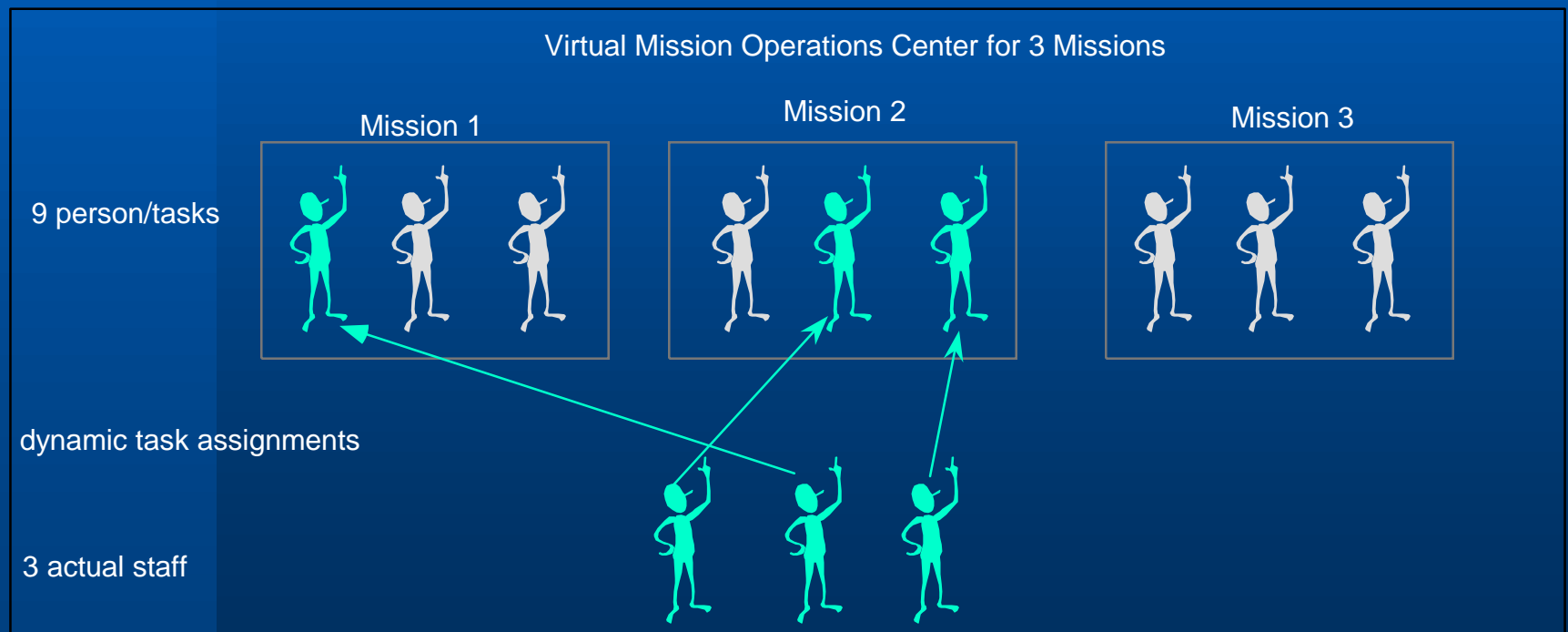
- A more concrete representation of how the system would operate
- Basis for communication among the members of the design team, the client, and the end users
- A starting point for the follow-on prototyping effort.

Scenarios

- **Forms**
 - Storyboards
 - Annotated cartoon panels
 - Video mockups
 - Scripted prototypes

Concept of Virtual Operations

- **People and resources are mapped according to skills, experience, and availability to meet the needs of a multiple mission, distributed, operations facility. They can be distributed, and may join in ad hoc groups to meet the occasional peak demands.**



Scenarios

- **Three Scenarios**

- Simple (basic management by exception)
- Moderate (distributed management by exception)
- Complex (dynamic distributed management by exception)

- **Descriptions**

- Text
- Matrix

Text Descriptions

- **Title**

- Basic management by exception (routine monitoring)

- **Objects**

- Creating a pass plan, distributed management

- **Background**

- For the basic management by exception mode of operations, a centrally located operator defines a set of exceptions for the various system elements

- **Specifics (Details)**

- The scenario begins with the VMOC operator building a pass plan. To build or modify a pass plan, the VMOC operator must first log into the advanced planning mode of the software

Scenario Matrix

SCENARIO 1

Activities	Tasks	Action by: Autonomous (A) Operator (O) Engineer (E)	Build # 1, 2, 3 Simulated (S) Future build (F)
<ul style="list-style-type: none"> Off-line activities 	Open appropriate pass plan	O	1
	Translate activity requests into pass plan	A	1 (S)
	View and edit graphical pass plan	O	1
	Assign emergency support person	O	1 -- change pass plan 2 -- use team building tool to assign support
	Notify person of assignment	A	3
	Set plan to automatic execute mode	O	1
	Check rules for pass plan commands	A	2
	Save pass plan	O	1

Software Rapid Prototyping

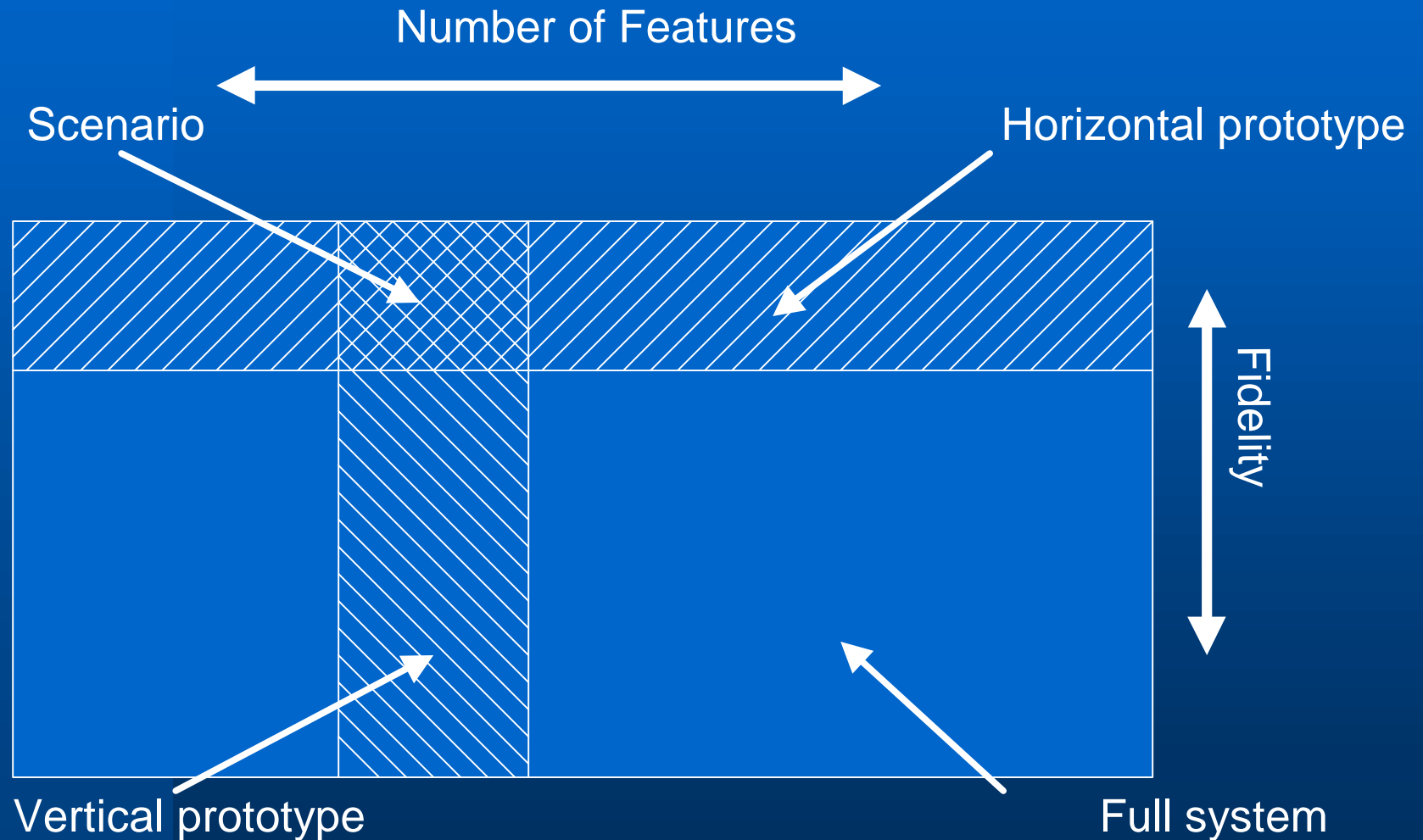
- **Types**

- **Throwaway**
- **Evolving**

- **Goals**

- **Gain a better understanding of the users' needs**
- **Allow the developer to confirm that a specific approach will accomplish the needed functions with adequate system performance**

Dimensions of Prototyping



Scenario Matrix

SCENARIO 1

Activities	Tasks	Action by: Autonomous (A) Operator (O) Engineer (E)	Build # 1, 2, 3 Simulated (S) Future build (F)
<ul style="list-style-type: none"> Off-line activities 	Open appropriate pass plan	O	1
	Translate activity requests into pass plan	A	1 (S)
	View and edit graphical pass plan	O	1
	Assign emergency support person	O	1 -- change pass plan 2 -- use team building tool to assign support
	Notify person of assignment	A	3
	Set plan to automatic execute mode	O	1
	Check rules for pass plan commands	A	2
	Save pass plan	O	1

Techniques of Prototyping

- **Conceptual prototyping**

Use a series of iterative, evolving prototypes to

- Implement basic concepts,
- Demonstrate each prototype to users
- Produce a prototype that can be used as a foundation for further development

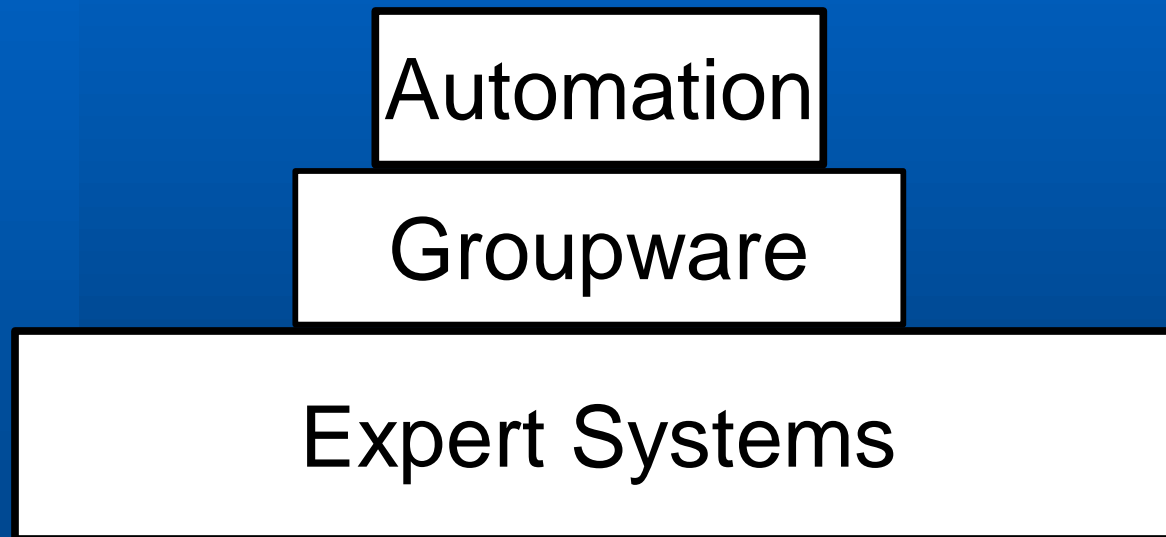
- **Cooperative prototyping**

- Operational VMOC prototyping
- Technology exploration

Initial VMOC Results

- Highest payoff is in automated routine tasks
- New focus on reducing workload and cooperative tasks

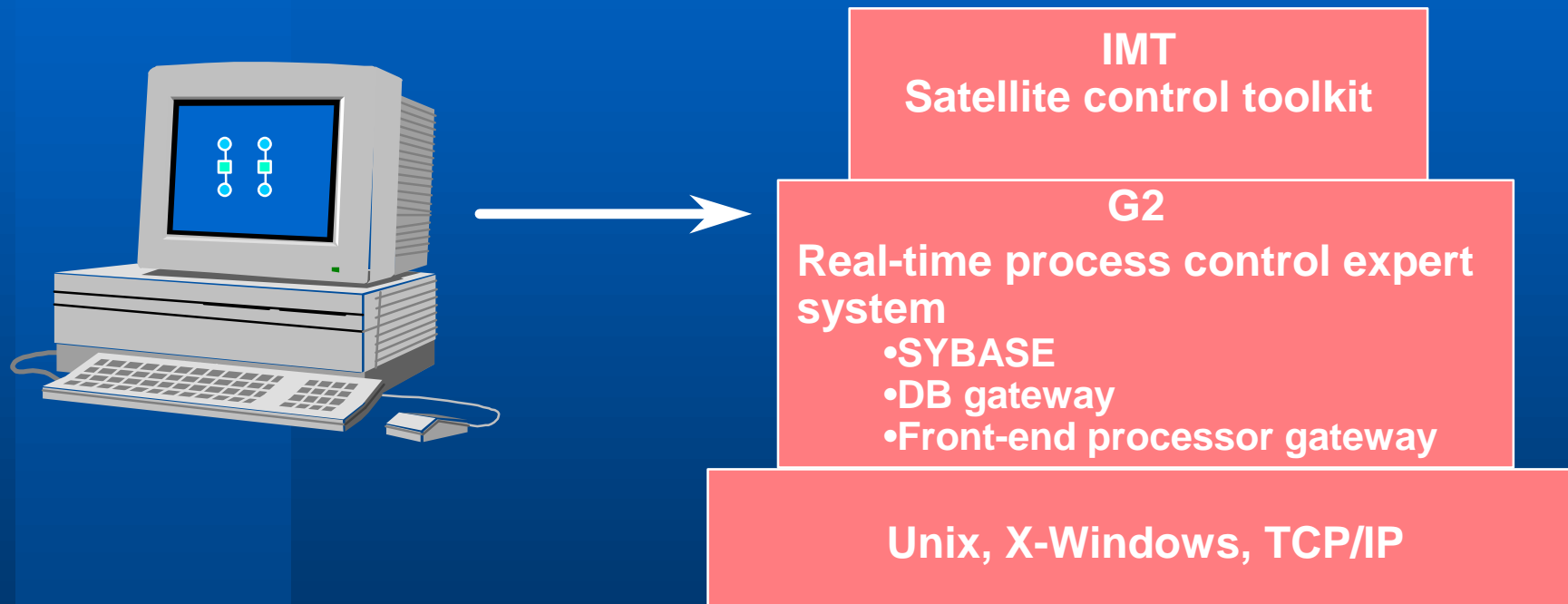
First Attempt



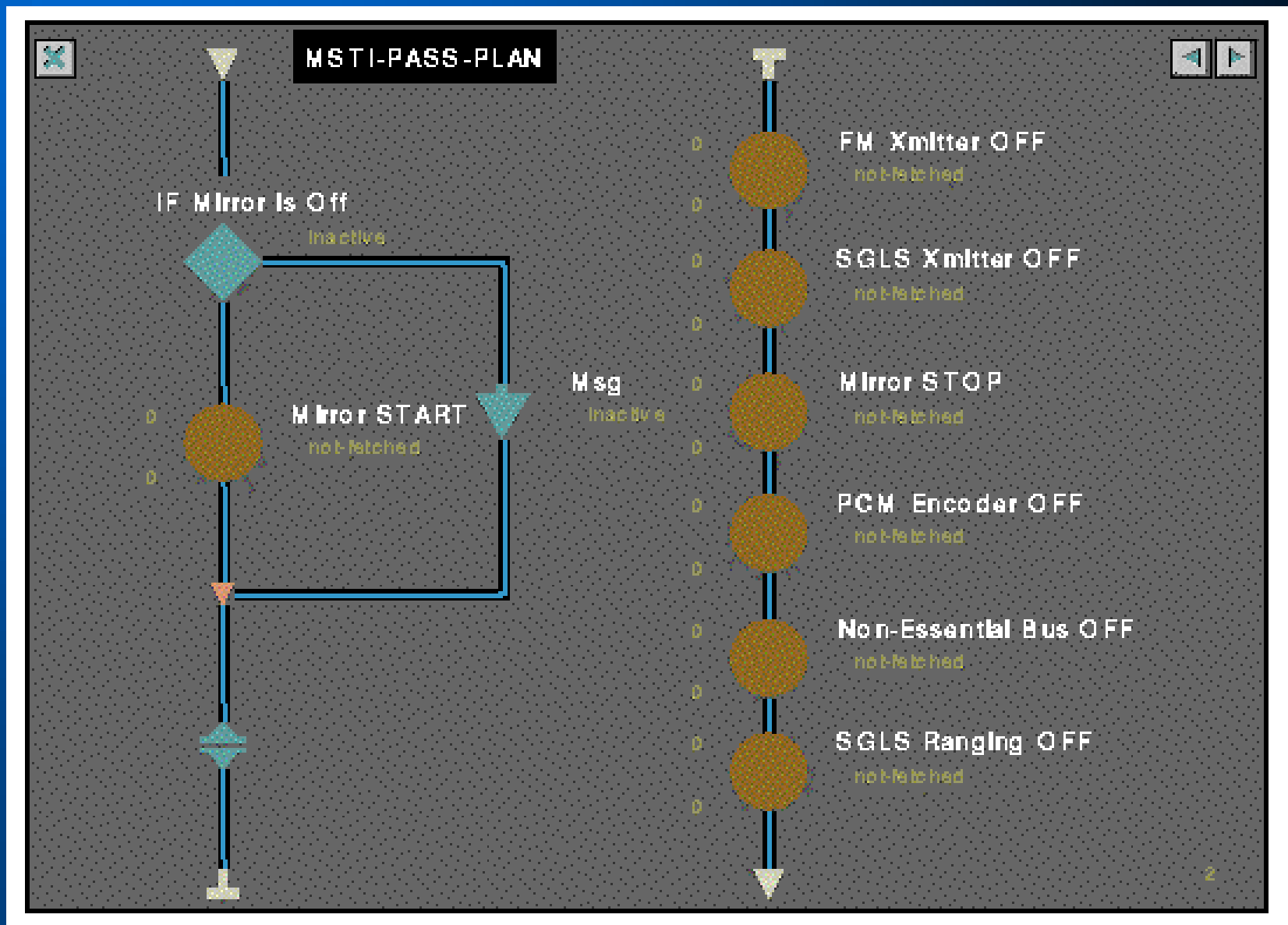
Obstacles to Light-Out Ops

- **Must Be Sure:**
 - Spacecraft Is Healthy
 - Networks Are Up
- **Too Much Paperwork**
 - Anomaly Reports, Pass Plans, Pass Summaries...
- **Need to Communicate with Distributed Team**

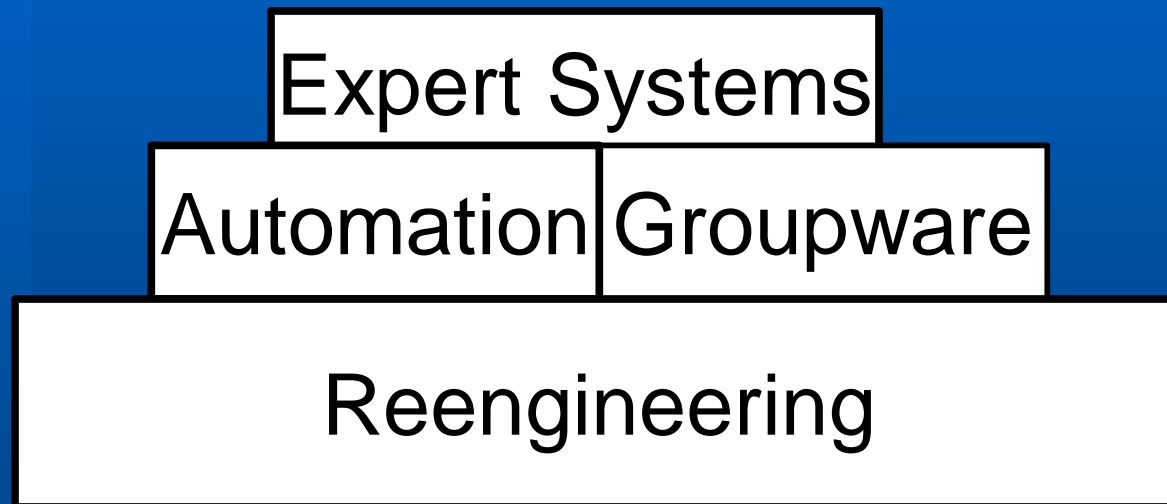
G2/IMT Development Environment



IMT Pass Plan



Second Attempt



First Web Design

VMOC Emergency Response System - Netscape [WebFind] [Notify] [Icons]

File Edit View Go Communicator Help

Back Forward Reload Home Search Guide Print Security Stop

Bookmarks Location: <http://VMOC1.GSFC.NASA.GOV/VMOC/EVENTS.NSF?OpenDatabase&ExpandView>

Internet Lookup New&Cool

VMOC Emergency Response System

 [Help]

Home

Episodes

Anomalies

Schedule

Resources

Filters

Commands

Help

Episodes

Open Pages

Responsible Person

All Episodes

By Date

By Status

By Type

By Mission

Reports

[Previous](#) [Next](#) [Expand](#) [Collapse](#) [Search](#)

Document

▼ 07/30/97

▼ TRACE

▼ Incident Report

- ✗ ... [Mick Baitinger \(Operator\) - Notified by Pager at 07/30/97 01:13:20 PM](#)
- ✗ ... [Jeffrey Fox \(Operator\) - Notified by Pager at 07/30/97 01:19:45 PM](#)
- ! ... [Error: Renotify -- All backups have been notified \(Operator\)](#)

▼ 07/29/97

▼ TRACE

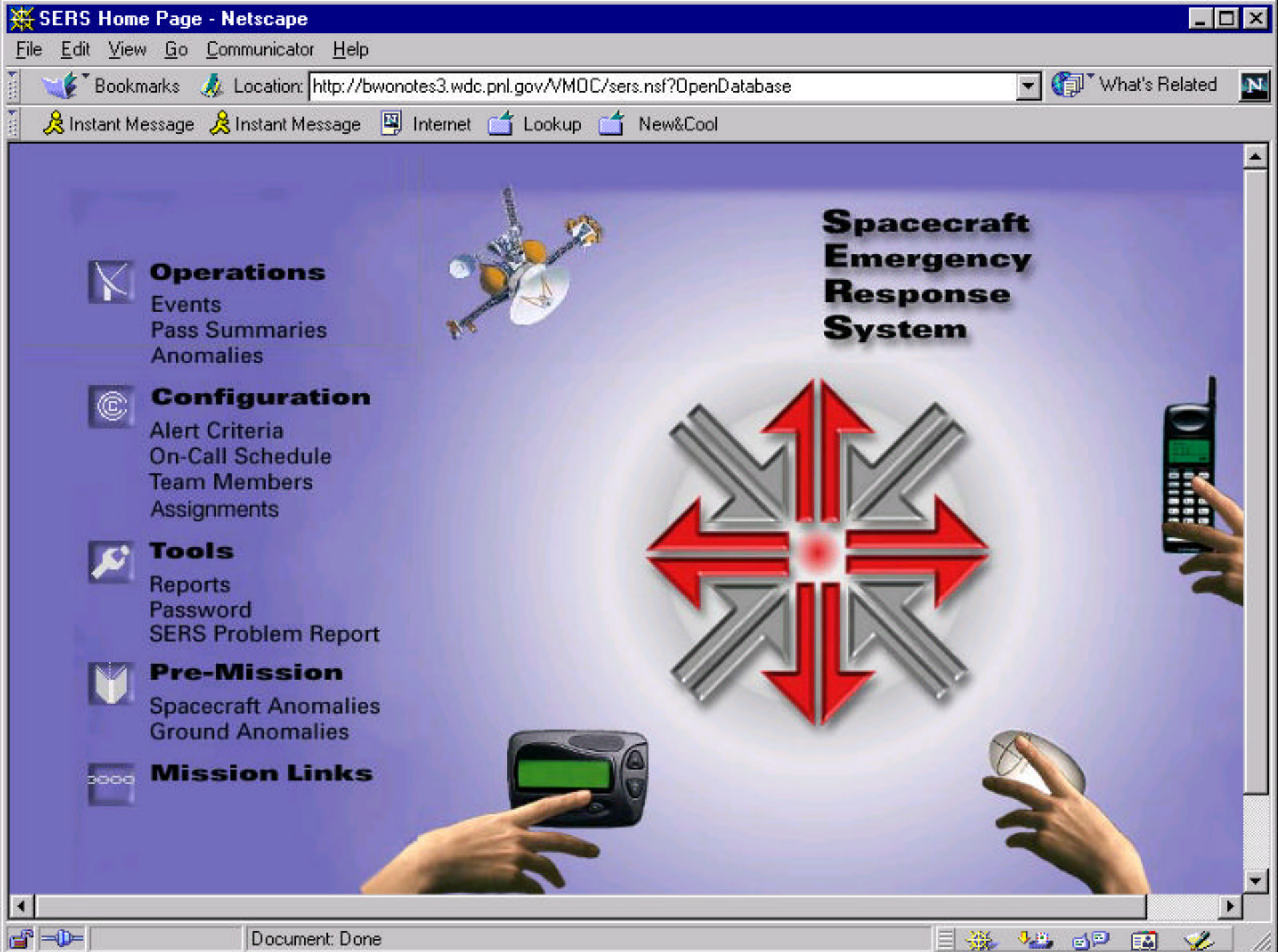
▼ Incident Report

- ✗ ... [Mick Baitinger \(Operator\) - Notified by Pager at 07/30/97 09:57:18 AM](#)
- ✓ ... [Jeffrey Fox \(Operator\) - Notified by Pager at 07/30/97 10:03:44 AM](#)

▼ Incident Report

- ✓ ... [Mick Baitinger \(Operator\) - Notified by Pager at 07/30/97 10:22:17 AM](#)

Document: Done



SERS Events - Netscape

File Edit View Go Communicator Help

Bookmarks Location: 1.nascom.nasa.gov/sers/trace/Events.nsf?OpenDatabase&Start=1&Count=30&Expand=3.5 What's Related

Instant Message Instant Message Internet Lookup New&Cool

Events Pass Summaries Anomalies

⌂ © 🔑 📖
🏠 📅 🔍 ?

✓ By Date
■ By Type
■ By Assignee
■ Open Notifications

← Previous → Next
+ Expand - Collapse 🔄 Setup

	Document	Date	M
▶	All Missions		
▶	SWAS		
▼	TRACE		
▶	System Monitor #16891	12/20/98	TR
▶	System Monitor #16881	12/20/98	TR
▶	System Monitor #16831	12/20/98	TR
▶	System Monitor #16811	12/20/98	TR
▼	Pass Event #16651	12/18/98	TR
✗	Lou Parkinson (On Call Personnel) - Notified by Pager at 12/18/98 05:48:16 PM		
✓	Rick Saylor (Problem Report cc 1) - Notified by E-Mail at 12/18/98 05:48:16 PM		
✓	Lou Parkinson (Problem Report cc 2) - Notified by E-Mail at 12/18/98 05:48:16 PM		
✓	Mick Baitinger (SERS Administrator) - Notified by E-Mail at 12/18/98 05:48:17 PM		
✗	John Nagy (On Call Personnel) - Notified by Pager at 12/18/98 06:20:37 PM		
✗	Rick Saylor (On Call Personnel) - Notified by Pager at 12/18/98 06:53:42 PM		

Document: Done

EOSDIS Protoyping

- **Function**

- Search EOS and related data in archives distributed all over the world (15 archives, 10 US and 5 international including Canada, Russia, Australia, Germany and Japan), from a single user interface.

- **Conceptual prototypes**

- R1 Character-based
- R2 Motif Windows

R3

File Edit View Go Communicator Help
Back Forward Reload Home Search Netscape Print Security Stop

2. Build your search...

This is where you'll add/modify your search criteria. The **Edit** button for each search attribute will take you to the page for editing that attribute (the icon will do this too). You can also **Delete** all the criteria for that attribute.

Minimum requirements for Data Search and Order (Inventory): (1) At least one of parameter, or sensor. (2) A geographic region: selecting as small a region as possible is best.

**Geographic Region**
[Edit](#) [Delete](#) [Help](#)

RANGE:
90.0000° to -90.0000° Lat
-180.0000° to 180.0000° Lon



The following search criteria are interdependent: constraining any one of them (like Sensor) may limit another one (like Parameter). A "*" indicates that a choice has become incompatible with more-recent choices.

 Parameter Edit Delete Help	(A physical property being measured in the data (e.g., height, temperature, etc.))
 Data Set Edit Delete Help	(A named collection of data/observations.)
 Sensor Edit Delete Help	(An instrument used in gathering the data.)
 Data Center Edit Delete Help	(The place where the data are archived.)
 Source Edit Delete Help	(The spacecraft, airplane, etc. the sensor was located on.)
 Campaign Edit Delete Help	(The project or study that obtained the data.)
 Processing Level Edit Delete Help	(Amount of processing performed on the data (e.g., 0 = raw data, 1 = processed data, etc.))


No extended search criteria are available.

100%

R4

File Edit View Go Communicator Help

Back Forward Reload Home Search Netscape Print Security Stop

 EOSDIS Version 0

Simple Search Form: Data Search and Order (Inventory)

Sign in
Logged in as guest

Select criteria
Simple Search

View search
No search yet

View results
No results yet

Order data
Nothing in cart

Sign out

1: Query on terms of interest to get a list of Data Sets.

2: Choose from the list of Data sets returned.

3: Click on the Start Data Search and Order button

Switch to...

1. Query on Terms:

200Y
207 PROBE
260X
ABSORPTION


Type in earth science terms using a semi-colon to separate terms.
Example: temp; sea surface; wind **Or Pick** from the list, then hit the **Query** button.
Dataset results from subsequent queries accumulate unless you hit **Clear** between queries

100%

R5


File Edit View Go Communicator Help

Back Forward Reload Home Search Netscape Print Security Stop

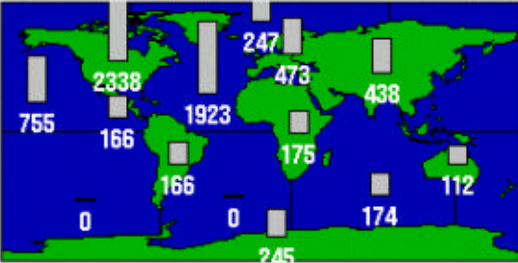


Global Change Master Directory

Query Preview



Area Selection:



Select attributes of interest
by clicking on map areas or preview bars.

Topic Selection:

Agriculture	132
Atmosphere	2482
Biosphere	1394
Cryosphere	344
Human Dimensions	848
Hydrosphere	780
Land Surface	1084
Oceans	266
Paleoclimate	152
Radiance Or Imagery	829
Solar Physics	134
Solid Earth	500
Not Specified	0

Year Selection:

Prehistoric	30
0001 - 1699	27
1700 - 1799	60
1800 - 1849	102
1850 - 1899	301
1900 - 1929	450
1930 - 1939	464
1940 - 1949	566
1950 - 1959	803
1960 - 1969	1115
1970 - 1979	2085
1980 - 1989	3350
1990 - 1999	3511
Not Specified	774

Area Selection:

Africa	175
Antarctica	245
Arctic	247
Asia	438
Atlantic	1923
Australia	112
Central America	166
Europe	473
Indian Ocean	174
North America	2338
Other	28
Pacific	755
Solid Earth	56
South America	166
Space	82
Not Specified	105

RESULT: datasets selected = 0 out of 6454, based on data as of 05:18 on Friday, January 08, 1999

0 1000 3000 5000

Copyright (c) 1997, University of Maryland and Global Change Master Directory. Some portions Copyright (c) 1996 Sealew

100% Applet hcil.eosdis.querypreview running

R6

The image displays the JEST (JPL Earth Science Tools) interface, which is a web-based platform for accessing and processing Earth science data. The interface is divided into several panels:

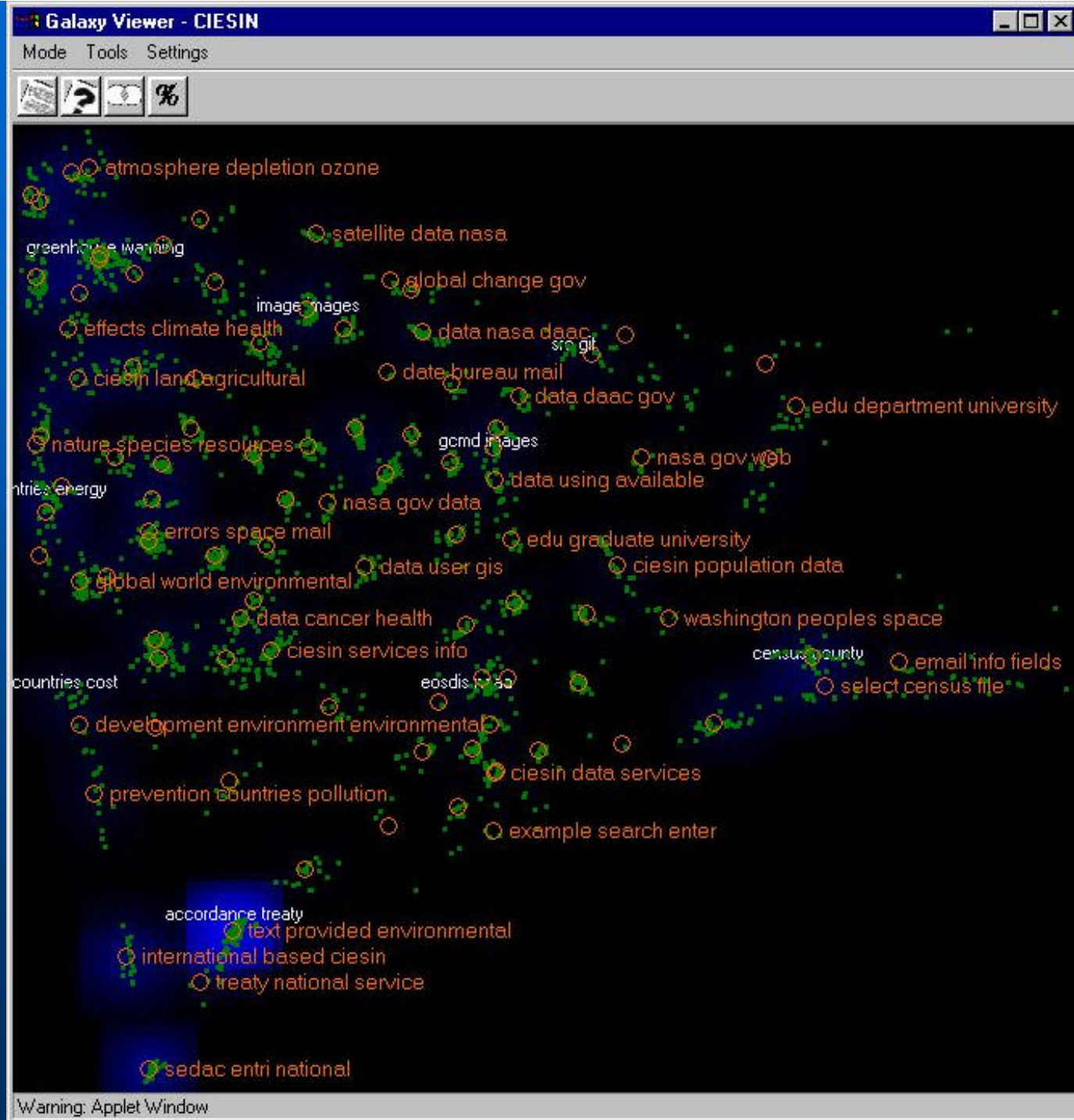
- Top Panel:** Contains a "Welcome to JEST" message and a "Spatial Specification" section with a world map showing data coverage.
- Left Panel:** A file explorer showing a directory structure with folders like "Parameters", "Data", and "Tools".
- Right Panel:** A "Data Collection" page for "ASF Volcano" data, featuring a large grayscale image of a volcano and a table of data granules.

The "Data Collection" page includes the following information:

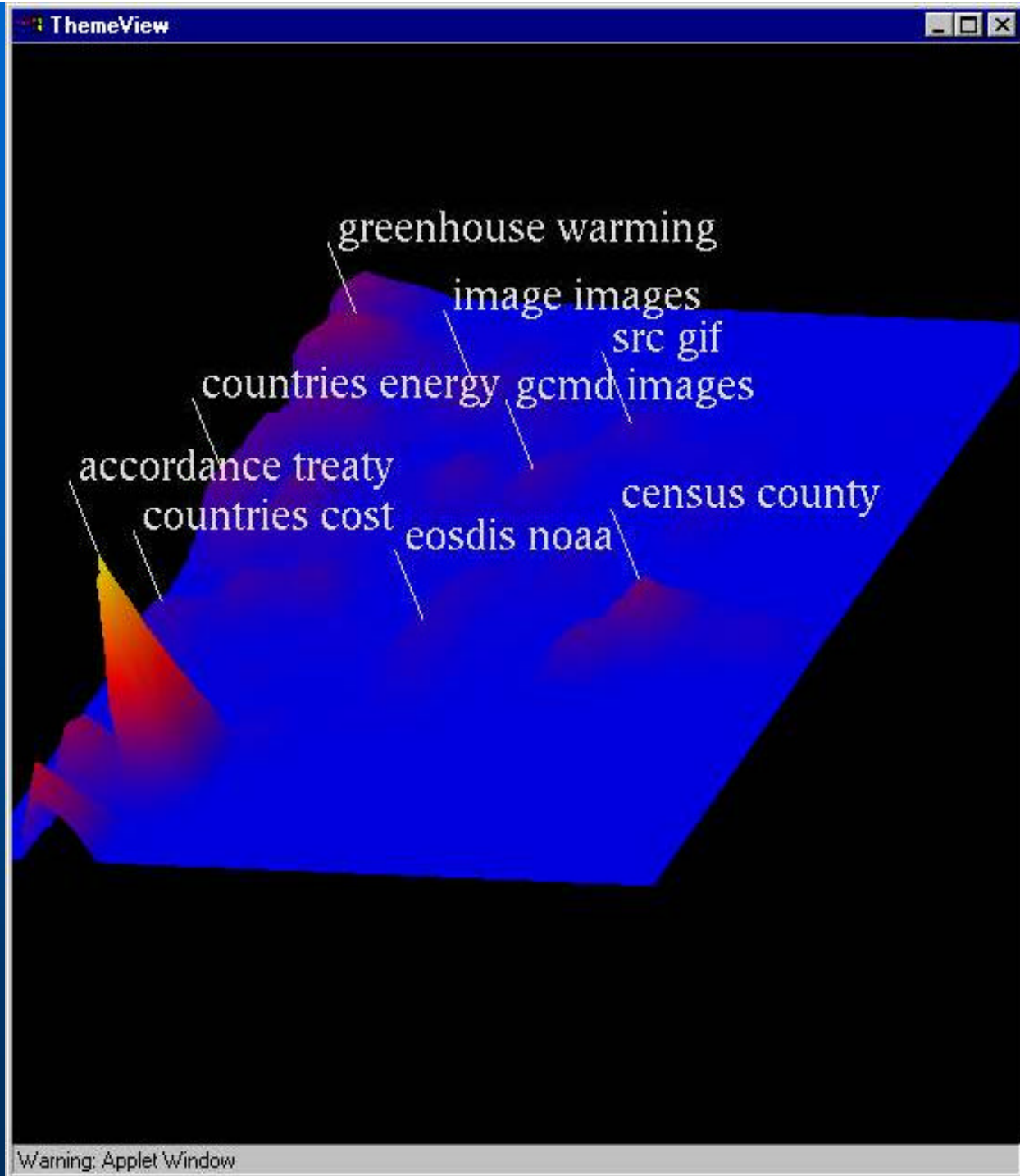
- ASF Sample SAR Volcano Data**
- Search:** Found 4 granules in collection ASF_volcano
- Description:** This collection contains sample ASF synthetic aperture radar (SAR) data from the Alaska Synthetic Aperture Radar (ASAR) instrument. As per the agreements between NASA and the SAR data user community, you must be a registered user to access this data.
- Topics:** [Geodynamic Features](#)
- Parameters:** [Volcanoes](#)
- Platform Name:** [ASAR](#)
- Instrument:** ASAR
- Processing Level:** 2
- Archive Center:** JPL

Browse	Granule ID	Granule Size (MB)	Date	ISW Info Link
<input type="checkbox"/>	1000	1	1999-07-17	100-01-53-56
<input type="checkbox"/>	1001	1	1999-07-21	100-01-53-56
<input type="checkbox"/>	1002	1	1999-07-21	100-01-53-56

RX



Rx



Conclusions

- **There are many User-Centered Design techniques**
- **Each human factors technique is useful**
 - **No cookie cutter formula**
- **Highest impact on program**
 - **Early focus on the users**
 - **Users are involved throughout design**